

## Focus Occupation: **Gaming Service Workers, All Other (39-3019)**

Focus occupation: Gaming Service Workers, All Other	
Employment and Growth	326/ 7.9%
Ave. Monthly Wage	n/a
Education/Experience	High school diploma or equivalent

Advance FROM Focus Occupation				
Occupation	Rung	Employment/ Growth	Education/Experience	Similarity
Gaming Managers (11-9071)	3	37/ 8.8%	COLL/5 plus yrs	91
Gaming Supervisors (39-1011)	2	61/ 8.9%	HS/1-5 yrs	89
First-Line Supervisors of Personal Service Workers (39-1021)	1	327/ 13.1%	HS/1-5 yrs	77

Transfer TO and FROM Focus Occupation				
Occupation	Rung	Employment/ Growth	Education/Experience	Similarity
Entertainment Attendants and Related Workers, All Other (39-3099)	0	93/ 13.4%	HS	85
Gaming Cage Workers (43-3041)	0	43/ 7.5%	HS	88
Gaming Change Persons and Booth Cashiers (41-2012)	0	82/ 0.0%	HS	86

Advance TO Focus Occupation				
Occupation	Rung	Employment/ Growth	Education/Experience	Similarity
Gaming and Sports Book Writers and Runners (39-3012)	-1	496/ 6.7%	HS	91
Gaming Dealers (39-3011)	-1	249/ 11.7%	HS	80

**Important note:** A worker does not necessarily have to traverse every rung to advance to or from the focus occupation. Occupations above and below the focus occupation are directly related to the focus occupation, but they are not necessarily directly related to each other. For example, actors and athletes are both related to agents of artists, performers, and athletes, but actors and athletes are not directly related to each other.

Analysis and development of the career lattice is by the Alaska Department of Labor and Workforce Development, Research and Analysis Section.

Data sources used for research and analysis: O\*NET (Occupation Information Network), Alaska Occupational Data Base (ODB), Standard Occupational Classification Manual, North American Industry Classification System manual, Bureau of Labor Statistics Occupational Employer Survey (OES) wage estimates.